

Joevent Lawrance

Bachelor's Degree in Computer Science (BSc)

Recent HKUST graduate with One Year of Professional Experience



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EDUCATION

Computer Science (B.A)

Hong Kong University of Science and Technology

09/2020 - 02/2025

Hong Kong

Relevant Courses

- Software Engineering
- Computer Organisation
- Design and Analysis of Algorithms
- Artificial Intelligence
- Cybersecurity

WORK EXPERIENCE

Front-End Engineer

DG Innotech

07/2024 - 12/2024

Hong Kong

Decoder (aka DANGER) is Hong Kong's premier big data and digital consultancy. I am a part of the team developing a new Marketing Platform Product

Achievements/Tasks

- In charge of implementing the UI/UX. Using React and Typescript libraries, I make sure that the interface is easy to navigate and also pleasing to the eye.
- Created UI elements including a Excel sheet system and file management system
- Worked with Postman and MongoDB for data flow and management.
- Integrated APIs from different platforms such as Shopify, Typeform, etc into the Web-App.
- Great Turnover Rate of Speedy and Quality Work.

Contact : Nathan Yau - nathan.yau@dg-innotech.com

Unity Game Developer

Medmind Technology Ltd.

06/2022 - 08/2023

Hong Kong

Medmind Technology focuses on building games that help the elderly. Neurogym, the main product, is an app designed to battle against Dementia.

Achievements/Tasks

- Created multiple minigames for the app, Neurogym.
- Implemented Multiplayer Connection in games using Photon Fusion.
- Designed and developed a physical motion game with the use of a KJ-Stick.
- 100% Punctuality on Deadlines.
- Quality assurance on projects of other colleagues.

Contact : Nathan Hui - nathan@medmindtechnology.hk

SKILLS

React

Node.js

Javascript/Typescript

Python

Unity (C#)

Java

Front-End Development

Game Development

Word/Excel/Powerpoint

PERSONAL PROJECTS

Self-Driven Unity Projects (09/2020 - Present)

- From time to time, I enjoy developing my own games outside of work and school. It helps me learn more and allows me to explore beyond a syllabus. These are some of my favorites.
- Connect 4 AI:** Used MLAgents to train a Connect 4 Agent. As of now, it can understand winning conditions, blocking the opponent's win and also prioritising its own win. Future plans include deep pruning tactics to optimise the AI.
- Shoot2 (A 2D Multiplayer Shooting Game):** Designed a simple multiplayer shooting game by using Photon Fusion. Players have the ability to create/join their own rooms. Included some cosmetics and personification into the player's character.
- Potato Clicker:** Idle economy game that revolves around getting and selling potatoes indefinitely. Implemented a pricing/demand function in selling Potatoes. Players are able to Save/Load their progress.
- 3x3 Jigsaw Puzzle Game:** Simple Jigsaw puzzle game that allows the players to choose the picture of the puzzle. Has a stopwatch to keep track of player's time.

ORGANIZATIONS

Foster The Youth (08/2019 - 08/2020)

My main role was officer and I designed and taught a syllabus (A-Level Based) for Python for the younger members of the organisation.

LANGUAGES

English

Native or Bilingual Proficiency

Chinese

Limited Working Proficiency

Indonesian

Full Professional Proficiency

INTERESTS

Front-End Development

Game Development

Cybersecurity

Artificial Intelligence